

Dear Student;

Thank you for volunteering to be a participant in the testing of our new International Space Station Simulation that is currently being developed at the NASA/Glenn Research Center. This simulation will be provided to educational institutions around the country to enable students to perform highly-interactive space missions right in their classrooms. You will be provided with some of the sights, sounds, sensations, and challenges that real astronauts will experience as they live and work on our first permanent outpost in Space during the 21st century. You can feel free to visit the Space Simulation's web page at www.grc.nasa.gov/WWW/MAELVRSTATION to learn more.

What you will be doing today during your Space Simulation Experience

When it is your turn to perform your space simulation, you will be asked to select a partner or one can be selected for you. One of you (The commander) will fly the Orbiter and the other (The Pilot) will read a series of step-by-step instructions (The task cards) to aid you in successfully completing your mission. The Pilot will also answer a series of questions on a worksheet (The pilot's log) when instructed in the task cards. Both of you will each have a chance to be a commander and a pilot so you will fly a total of two missions. At the conclusion of both simulations, each of you will be asked to complete a short survey to provide NASA with valuable information about your total space simulation experience.

Why does NASA need your help with testing this Space Simulation Experience ?

NASA is facing quite a few technical challenges during the development of this fully interactive Space Simulation. Most of these challenges involve the way students interact with the Simulation. All video game manufacturers also face many of these same technical challenges. Some of the questions that NASA needs to answer are ...

- Are the step-by-step instructions (the task cards) clear and fully understandable?
- Are the controls used in the simulator (The Flightstick, throttle, pushbuttons) easy to use?
- Are the displays used in the simulation easy to read and easy to understand?
- Are you able to determine the location of the Orbiter in Space with respect to the International Space Station?

Your answers on the survey that you fill out will enable NASA to identify areas of the simulation that need to be modified.

Relax and Enjoy

You should relax during your entire visit to NASA and especially during your Space Simulation Experience. If you have any questions at any time, you should feel free to ask the simulation facilitator. Many of the simulation facilitators will be students attending various colleges and universities around the country. DO NOT be alarmed if you are unable to answer a question in the Pilot's Log or understand a concept explained on the task cards. If this happens, please make a note on the survey so NASA will be aware of your misunderstanding or failure to perform a task. When filling out the survey, you will be provided with many areas for providing comments and suggestions. Please consider providing as many comments and suggestions that come to mind. Each of these comments will be read and will contribute to the overall improvement of the simulation. At various times, you may see the facilitator taking notes during your Space Simulation Experience. Please DO NOT be alarmed or concerned by this activity. These notes will also help NASA improve the simulation. Thank you for helping us make our Interactive Space Simulation much better.

Sincerely,

The SpaceSim development team